

## CLAIMS

1. A game console, comprising:  
a processor; and  
a non-removable hard disk drive coupled to the processor, the hard disk drive being configured to store various data associated with the game console.

2. A game console as recited in claim 1 further including a memory coupled to the processor.

3. A game console as recited in claim 1 further including a portable media drive coupled to the processor and configured to communicate with a storage disc.

4. A game console as recited in claim 1 further including a console application stored on the hard disk drive and executable on the processor, the console application configured to implement a user interface to the gaming system.

5. A game console as recited in claim 1 further including a portable memory unit coupled to the processor.

6. A game console as recited in claim 1 wherein the hard disk drive is configured to store game data, audio data, and video data.

1           7.    A game console as recited in claim 1 wherein the hard disk drive is  
2 segregated into a plurality of regions, each region for storing a particular type of  
3 data.

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5           8.    A game console as recited in claim 1 wherein the hard disk drive is  
6 segregated into a user data region, an application region, and a console application  
7 region.

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9           9.    A game console as recited in claim 1 wherein the hard disk drive is  
10 segregated into a settings region, a user data region, an application region, a utility  
11 region, and a console application region.

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13           10.   A game console as recited in claim 1 wherein the hard disk drive is  
14 configured to store data associated with multiple saved games.

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16           11.   A game console as recited in claim 1 wherein the hard disk drive is  
17 configured to store a list of recently used nicknames.

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19           12.   A game console as recited in claim 1 wherein the game console  
20 boots into a console application stored on the hard disk drive.

1           **13.**    A game console, comprising:  
2           a processor; and  
3           a hard disk drive coupled to the processor, the hard disk drive being  
4 configured to boot the game console and to store data associated with the game  
5 console.

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7           **14.**    A game console as recited in claim 13 wherein the game console  
8 boots into a console application stored on the hard disk drive.

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10          **15.**    A game console as recited in claim 13 wherein the hard disk drive is  
11 permanently installed in the game console.

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13          **16.**    A game console as recited in claim 13 further including a memory  
14 coupled to the processor.

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16          **17.**    A game console as recited in claim 13 wherein the hard disk drive  
17 contains a console application configured to implement a user interface to the  
18 gaming system.

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20          **18.**    A game console as recited in claim 13 further including a console  
21 application stored on the hard disk drive, the console application being configured  
22 to generate a listing of user data stored on the hard disk drive.

1           **19.**    A game console as recited in claim 13 wherein the hard disk drive is  
2 configured to store application data such that data associated with one application  
3 is inaccessible to other applications.  
4

5           **20.**    A game console as recited in claim 13 wherein the hard disk drive is  
6 configured to store saved game data such that saved game data associated with a  
7 particular game is stored separately from saved game data associated with other  
8 games.  
9

10          **21.**    A game console as recited in claim 13 wherein the hard disk drive is  
11 configured to store saved game data in a user data region and configured to store  
12 application-related data in an application data region.  
13

14          **22.**    A game console, comprising:  
15           a processor; and  
16           a hard disk drive coupled to the processor, the hard disk drive being  
17 segregated into a first region to store user data and a second region to store  
18 application data, wherein user data associated with a particular application is  
19 segregated from user data associated with other applications and wherein  
20 application data associated with a particular application is segregated from  
21 application data associated with other applications.  
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23          **23.**    A game console as recited in claim 22 wherein the user data  
24 includes saved game data.  
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1           **24.**    A game console as recited in claim 22 wherein the application data  
2 includes data to be used during future executions of the associated application.

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4           **25.**    A game console as recited in claim 22 further including a console  
5 application stored on the hard disk drive, the console application being configured  
6 to generate a list of user data stored in the first region.

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8           **26.**    A game console as recited in claim 22 wherein the disk drive is  
9 configured to store a list of recently used nicknames.

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11          **27.**    A method comprising:  
12           identifying a game identifier associated with a game installed in a gaming  
13 system, wherein the gaming system contains a hard disk drive;  
14           determining portions of the hard disk drive that are associated with the  
15 game based on the game identifier; and  
16           preventing the game from accessing portions of the hard disk drive that are  
17 not associated with the game.

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19          **28.**    A method as recited in claim 27 further including saving a current  
20 state of the game to the hard disk drive in response to a save game request.

21  
22          **29.**    A method as recited in claim 27 further including retrieving a list of  
23 saved games associated with the game installed in the gaming system.

1           **30.**     A method as recited in claim 27 further including:  
2           retrieving a list of saved games associated with the game installed in the  
3 gaming system; and  
4           displaying the list of saved games to a user of the gaming system.  
5

6           **31.**     A method as recited in claim 27 further including:  
7           retrieving a list of saved games associated with the game installed in the  
8 gaming system;  
9           displaying the list of saved games to a user of the gaming system; and  
10          executing the game using saved game data selected by the user of the  
11 gaming system.  
12

13          **32.**     A method as recited in claim 27 further including retrieving a list of  
14 recently used nicknames.  
15

16          **33.**     A method as recited in claim 27 further including retrieving a list of  
17 recently used nicknames associated with the game installed in the gaming system.  
18

19          **34.**     A method as recited in claim 27 wherein determining portions of the  
20 hard disk drive that are associated with the game based on the game identifier  
21 comprises:

22           determining a portion of a user data region on the hard disk drive that is  
23 associated with the game; and

24           determining a portion of an application data region on the hard disk drive  
25 that is associated with the game.

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2       **35.** One or more computer-readable media comprising computer-  
3 executable instructions that, when executed, perform the method as recited in  
4 claim 27.

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6       **36.** A method comprising:  
7       retrieving a list of recently used nicknames in a gaming system;  
8       displaying the list of recently used nicknames to a user of the gaming  
9 system; and  
10       allowing the user of the gaming system to select a nickname from the list of  
11 recently used nicknames.

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13       **37.** A method as recited in claim 36 wherein the list of recently used  
14 nicknames is associated with a game installed in the gaming system.

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16       **38.** A method as recited in claim 36 wherein retrieving a list of recently  
17 used nicknames includes retrieving the list of recently used nicknames from a hard  
18 disk drive in the gaming system.

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20       **39.** A method as recited in claim 36 further including allowing the user  
21 of the gaming system to create a new nickname.  
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1       **40.**     A method as recited in claim 36 further including:

2       allowing the user of the gaming system to create a new nickname; and

3       adding the new nickname to the list of recently used nicknames.

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5       **41.**     A method as recited in claim 36 further including automatically  
6       entering the selected nickname into a high score display.

7  
8       **42.**     One or more computer-readable media comprising computer-  
9       executable instructions that, when executed, perform the method as recited in  
10       claim 36.

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12       **43.**     A method comprising:  
13       booting a game console from a non-removable hard disk drive integrated  
14       into the game console; and  
15       storing data associated with the game console on the hard disk drive.

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17       **44.**     A method as recited in claim 43 further including storing a list of  
18       recently used nicknames on the hard disk drive.

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20       **45.**     A method as recited in claim 43 further including storing data  
21       associated with multiple saved games on the hard disk drive.



1           **46.**    A method as recited in claim 43 wherein booting a game console  
2 includes booting the game console into a console application stored on the hard  
3 disk drive.

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5           **47.**    One or more computer-readable media comprising computer-  
6 executable instructions that, when executed, perform the method as recited in  
7 claim 43.

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9           **48.**    A method comprising:  
10           initializing a game console using a non-removable hard disk drive  
11 integrated into the game console, wherein the game console will not operate unless  
12 the hard disk drive is functioning; and  
13           storing data associated with the game console on the hard disk drive.

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15           **49.**    A method as recited in claim 48 wherein the stored data on the hard  
16 disk drive includes data associated with multiple saved games.

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18           **50.**    A method as recited in claim 48 wherein initializing the game  
19 console includes launching a console application stored on the hard disk drive.

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21           **51.**    A method as recited in claim 48 further including executing a game  
22 application installed in the game console after initializing the game console.

1           **52.** One or more computer-readable media comprising computer-  
2 executable instructions that, when executed, perform the method as recited in  
3 claim 48.

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5           **53.** A method comprising:  
6 launching an application on a game console;  
7 identifying a status of a plurality of temporary storage areas on a hard disk  
8 drive contained in the game console;  
9 if at least one of the plurality of temporary storage areas is empty, assigning  
10 one of the empty storage areas to the application; and  
11 if all of the plurality of temporary storage areas contain data, clearing a  
12 temporary storage area having an oldest timestamp and assigning the cleared  
13 temporary storage area to the application.

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15           **54.** A method as recited in claim 53 wherein the application is a game.

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17           **55.** A method as recited in claim 53 further including assigning a  
18 particular temporary storage area to the application if the particular temporary  
19 storage area contains data associated with the application.  
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1       **56.**    A method comprising:  
2       launching an application on a game console;  
3       identifying a status of a plurality of temporary storage areas on a hard disk  
4       drive contained in the game console;  
5       if a particular temporary storage area contains data associated with the  
6       application, assigning the particular temporary storage area to the application;  
7       if no temporary storage area contains data associated with the application:  
8           if at least one of the plurality of temporary storage areas is empty,  
9           assigning one of the empty storage areas to the application; and  
10          if all of the plurality of temporary storage areas contain data,  
11          clearing a temporary storage area having an oldest timestamp and assigning  
12          the cleared temporary storage area to the application.

13  
14       **57.**    A computer-readable medium for a game console comprising  
15       computer-executable instructions that, when executed, direct the game console to:  
16       associate user data with a first region of a hard disk drive contained in the  
17       game console;  
18       associate application data with a second region of the hard disk drive;  
19       allow an application to access particular portions of the first region that are  
20       associated with the application; and  
21       allow the application to access particular portions of the second region that  
22       are associated with the application.

1           **58.** A computer-readable medium as recited in claim 57 further  
2 comprising computer-executable instructions that, when executed, direct the game  
3 console to prevent the application from accessing portions of the first region that  
4 are not associated with the application.  
5

6           **59.** A computer-readable medium as recited in claim 57 further  
7 comprising computer-executable instructions that, when executed, direct the game  
8 console to prevent the application from accessing portions of the first region that  
9 are not associated with the application.  
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11           **60.** A computer-readable medium as recited in claim 57 wherein the  
12 application is a game.  
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